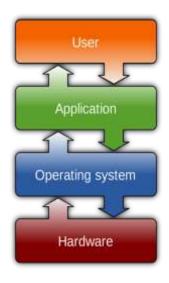


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#### APPLICATION I/O INTERFACE





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- I/O system calls encapsulate device behaviors in generic classes
- Device-driver layer hides differences among I/O controllers from kernel
- New devices talking already-implemented protocols need no extra work
- Each OS has its own I/O subsystem structures and device driver frameworks



#### APPLICATION I/O INTERFACE



- Devices vary in many dimensions
  - Character-stream or block
  - Sequential or random-access
  - Synchronous or asynchronous (or both)
  - Sharable or dedicated
  - Speed of operation
  - read-write, read only, or write only

## References

- 1. Silberschatz, Galvin, and Gagne, "Operating System Concepts", Ninth Edition, Wiley India Pvt Ltd, 2009.
- 2. Andrew S. Tanenbaum, "Modern Operating Systems", Fourth Edition, Pearson Education, 2010.





# Summarization